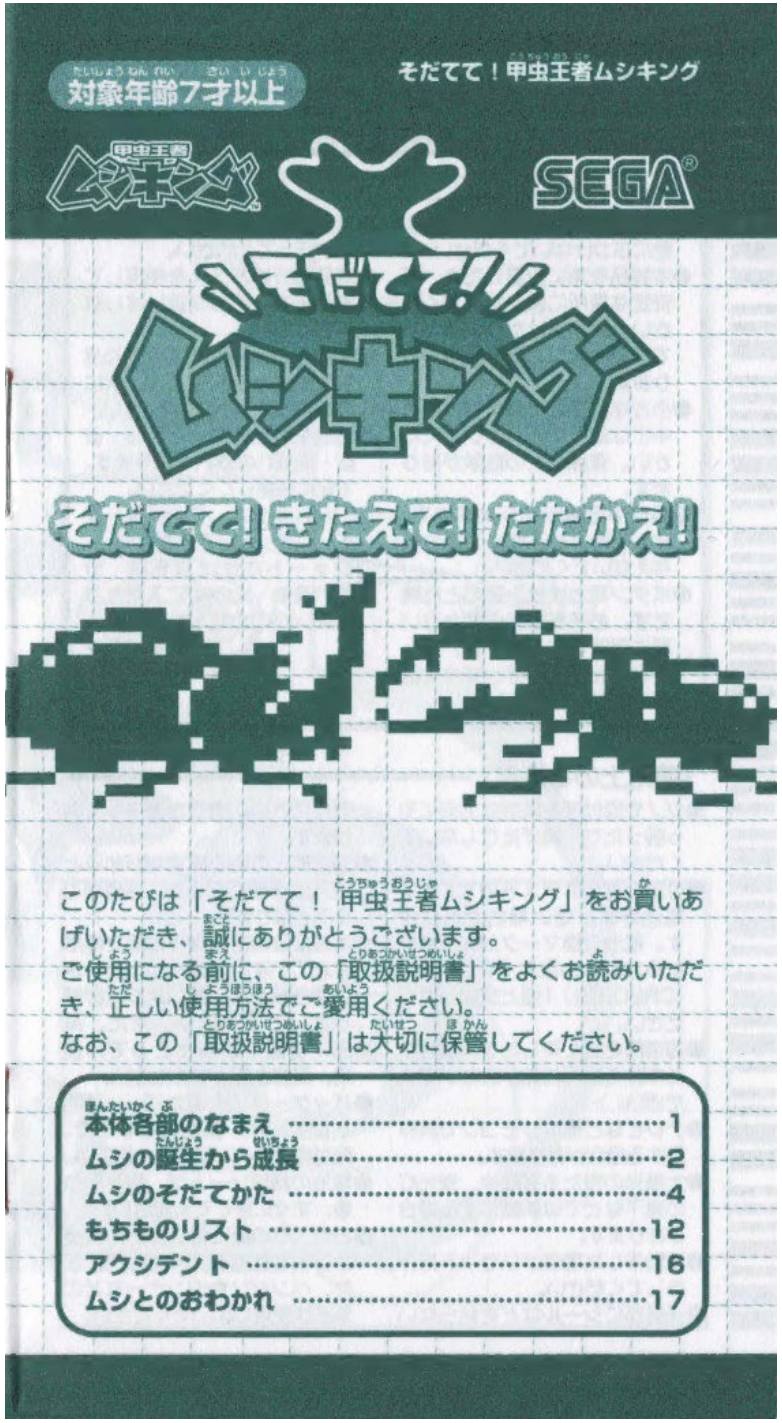


Recommended Age: 7 and up

SEGA

そだてて！ムシキング

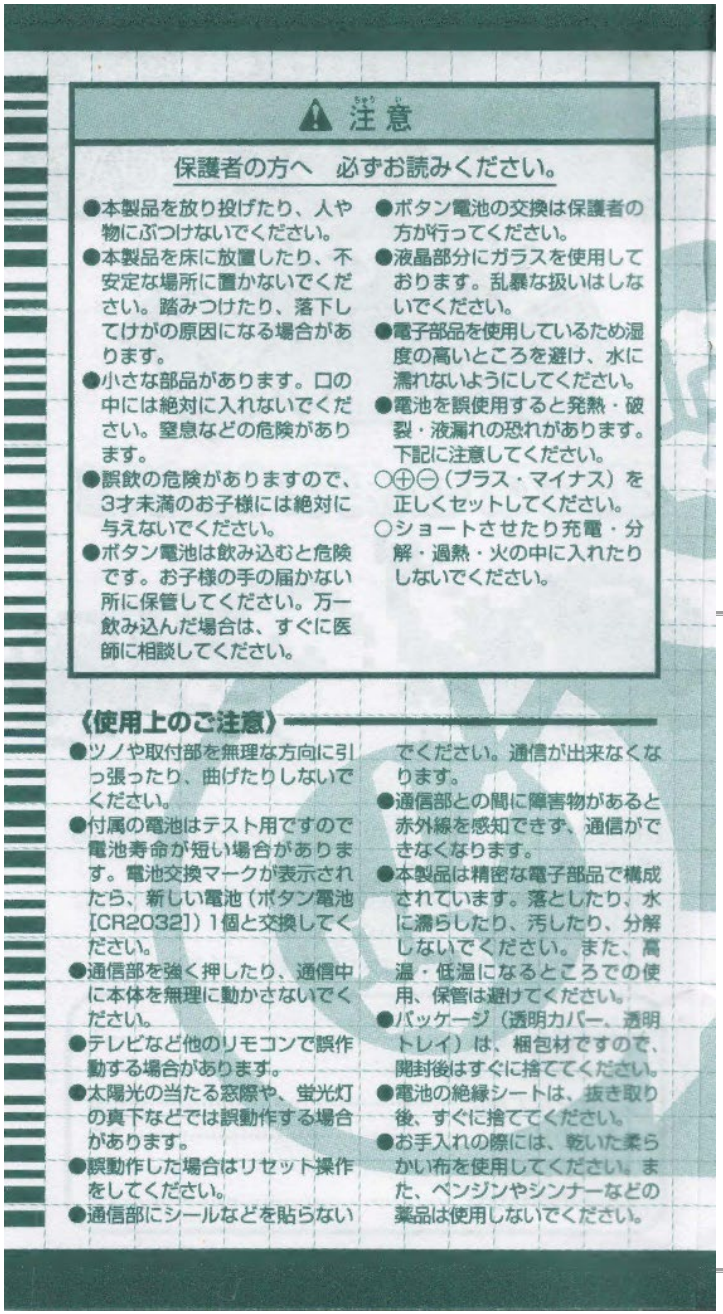
Raise It! Mushiking

Raise it! Train it! Fight with it!

Thank you very much for purchasing 'Raise It! Beetle King Mushiking.'
Please read this Instruction Manual carefully before use and enjoy it properly. Please store this Instruction Manual in a safe place.

Table of Contents:

Names of the Parts……..1
From Birth to Growth of the Beetle……2
How to Raise the Beetle……4
Item List……12
Accidents……16
Parting Ways with the Beetle……17



⚠ 注意

保護者の方へ　必ずお読みください。

●本製品を放り投げたり、人や物にぶつけないでください。
●本製品を床に放置したり、不安定な場所に置かないでください。踏みつけたり、落下してけがの原因になる場合があります。
●小さな部品があります。口の中には絶対に入れないでください。窒息などの危険があります。
●誤飲の危険がありますので、3才未満のお子様には絶対に与えないでください。
●ボタン電池は飲み込むと危険です。お子様の手の届かない所に保管してください。万一飲み込んだ場合は、すぐに医師に相談してください。
●ボタン電池の交換は保護者の方が行ってください。
●液晶部分にガラスを使用しております。乱暴な扱いはしないでください。
●電子部品を使用しているため湿度の高いところを避け、水に濡れないようにしてください。
●電池を誤使用すると発熱・破裂・液漏れの恐れがあります。下記に注意してください。
○⊕⊖（プラス・マイナス）を正しくセットしてください。
○ショートさせたり充電・分解・過熱・火の中に入れたりしないでください。

《使用上のご注意》

●ツノや取付部を無理な方向に引っ張ったり、曲げたりしないでください。
●付属の電池はテスト用ですので電池寿命が短い場合があります。電池交換マークが表示されたら、新しい電池（ボタン電池[CR2032]）1個と交換してください。
●通信部を強く押したり、通信中に本体を無理に動かさないでください。
●テレビなど他のリモコンで誤作動する場合があります。
●太陽光の当たる窓際や、蛍光灯の真下などでは誤動作する場合があります。
●誤動作した場合はリセット操作をしてください。
●通信部にシールなどを貼らないでください。通信が出来なくなります。
●通信部との間に障害物があると赤外線を感知できず、通信ができなくなります。
●本製品は精密な電子部品で構成されています。落としたり、水に濡らしたり、汚したり、分解しないでください。また、高温・低温になるところでの使用、保管は避けてください。
●パッケージ（透明カバー、透明トレイ）は、梱包材ですので、開封後はすぐに捨ててください。
●電池の絶縁シートは、抜き取り後、すぐに捨ててください。
●お手入れの際には、乾いた柔らかい布を使用してください。また、ベンジンやシンナーなどの薬品は使用しないでください。

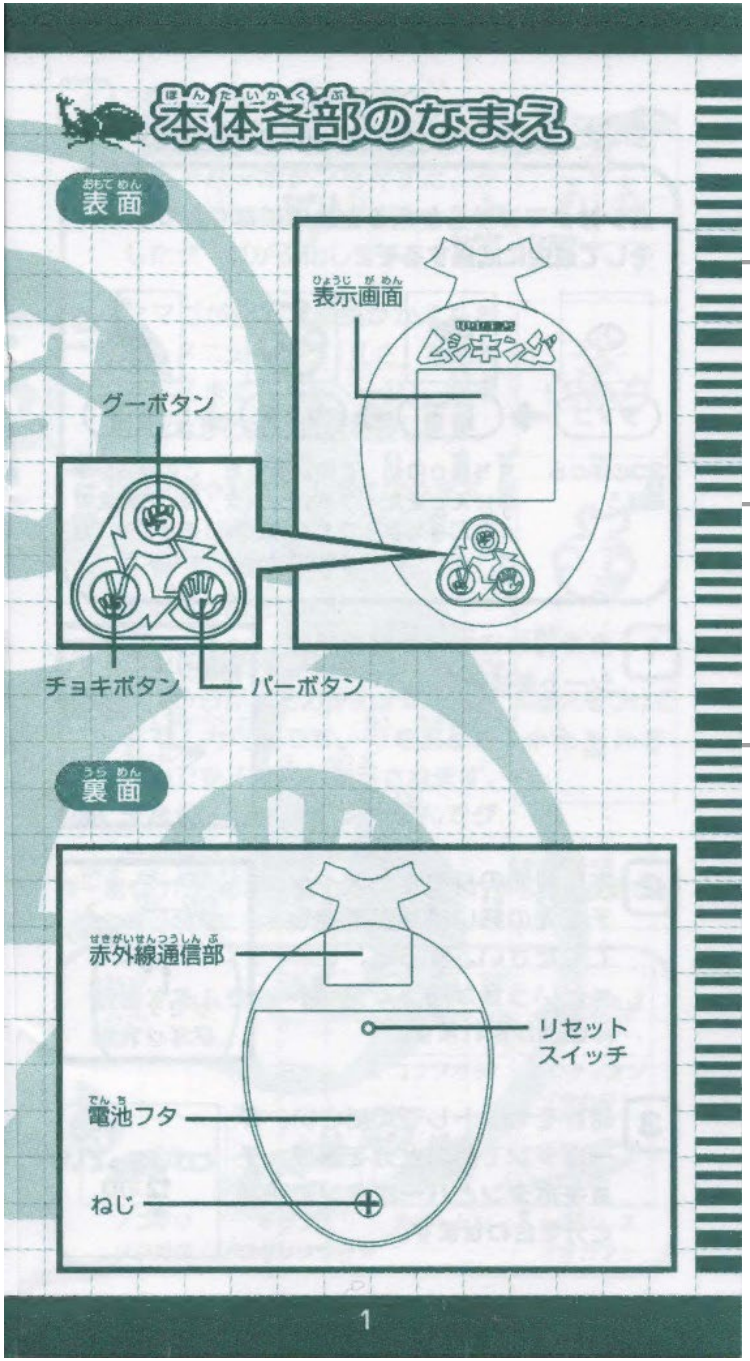
⚠ Caution

For Guardians: Please be sure to read.

- Do not throw this product or hit people or objects with it.
- Do not leave this product on the floor or place it in unstable locations.
- It may cause injury if stepped on or dropped.
- There are small parts. Do not put them in your mouth. There is a risk of choking.
- There is a risk of accidental ingestion. Do not give this product to children under 3 years old.
- Button batteries are dangerous if swallowed. Keep them out of children's reach. If swallowed, consult a doctor immediately.
- Battery replacement should be performed by a guardian.
- The LCD screen contains glass. Do not handle it roughly.
- Since electronic components are used, avoid high humidity areas and keep the product dry.
- Misuse of the battery may cause heat generation, rupture, or leakage. Please note the following:**
  - **(＋) (－) (Plus/Minus)**: Set the battery in the correct orientation.
  - Do not short-circuit, recharge, disassemble, overheat, or throw into fire."

Usage Precautions:

- Do not forcibly pull or bend the claws or attachment parts in the wrong direction.
- The included battery is for testing purposes and may have a short lifespan. When the battery replacement icon appears, replace it with a new battery (one button battery [CR2032]).
- Do not press the communication area hard or forcibly move the main body during communication.
- There may be malfunctions with TVs or other remote controls.
- Recognition may fail in areas with direct sunlight or under fluorescent lights.
- If it malfunctions, perform a reset operation.
- Do not place stickers or similar on the communication area, as this will prevent communication.
- This product contains precise electronic components. Do not drop, wet, or dirty it. Also, avoid using or storing it in extremely high or low temperatures.
- The package (transparent cover/tray) contains small materials, so dispose of it immediately after opening.
- Dispose of the battery insulation sheet immediately after removing it.
- When cleaning, use a soft, dry cloth. Do not use chemicals such as benzine or thinner.



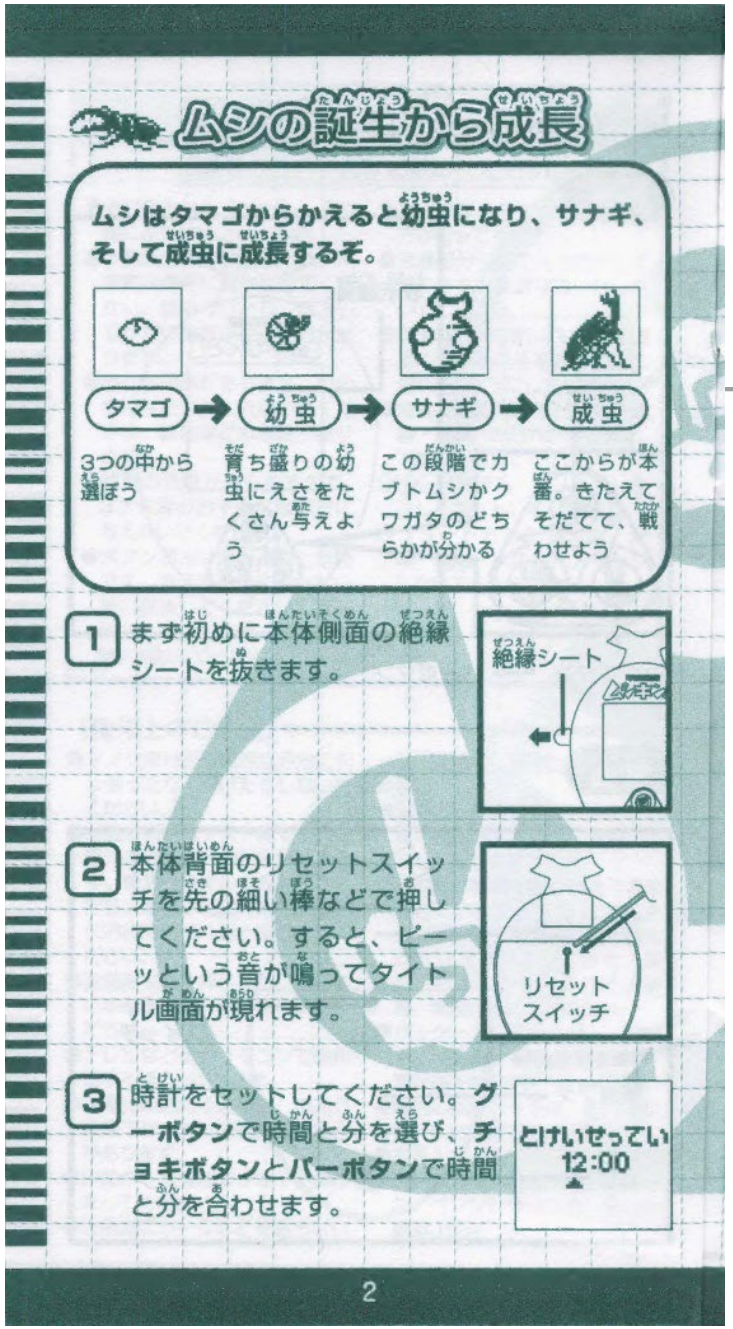
Names of the Parts of the Main Body

Front Side:

- **表示画面** Display Screen
- **グーボタン** Rock Button
- **チョキボタン** Scissors Button
- **パーボタン** Paper Button

Back Side:

- **赤外線通信部** Infrared Communication Area
- **電池フタ** Battery Cover
- **リセットスイッチ** Reset Switch
- **ねじ** Screw



From the Beetle's Birth to Growth

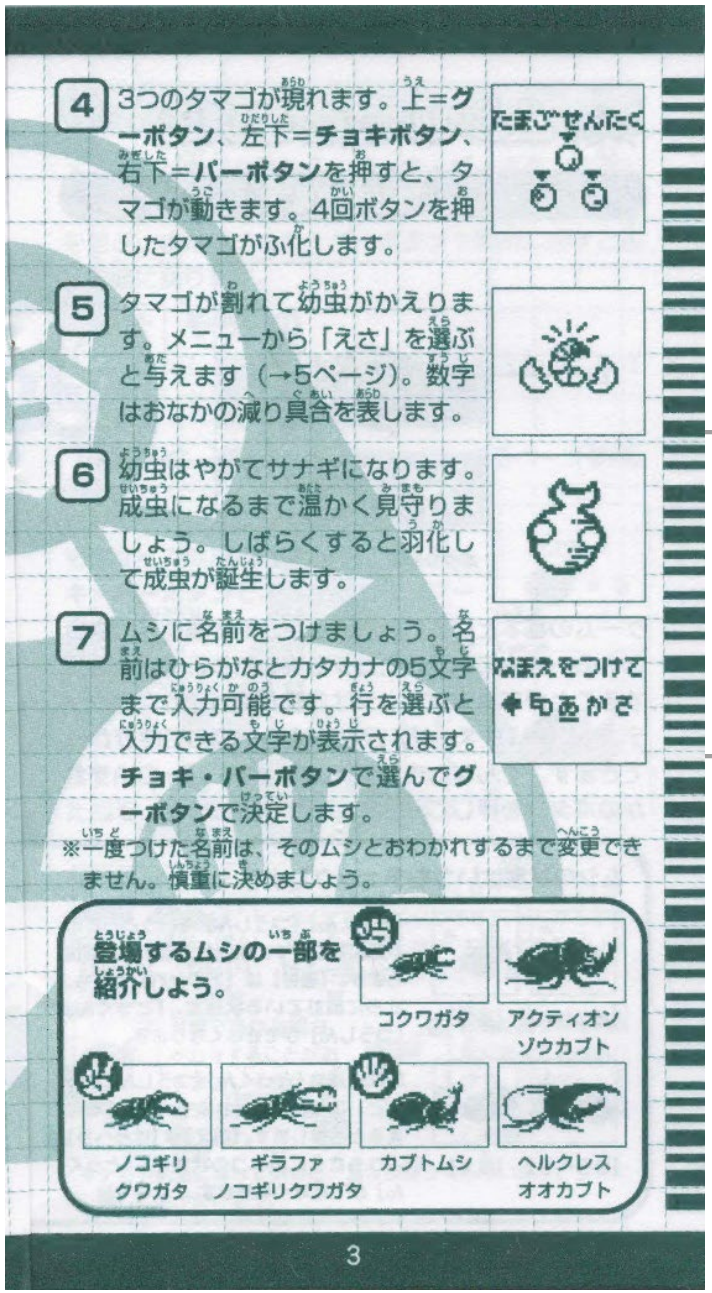
Beetles hatch from eggs, become larvae, then pupae, and finally grow into adults.

Growth Stages Diagram:

1. **タマゴ Egg** Choose from 3 types.
2. **幼虫 Larva** Feed the larva plenty to help it grow.
3. **サナギ Pupa** In this stage, you will find out whether it becomes a Hercules beetle or a stag beetle.
4. **成虫 Adult** The main phase begins here. Train it, raise it, and prepare for battle!"

Steps to Begin:

1. First, remove the insulation sheet on the side of the device.
2. Use a pointed object to press the reset switch on the back of the device. A beep sound will play, and the title screen will appear.
3. Set the clock. Use the Rock button to select the hour and minute, and the Scissors and Paper buttons to adjust them.



5. Three eggs will appear. Press the Rock button (top), Scissors button (bottom left), or Paper button (bottom right) to move the egg. The egg will hatch after pressing a button four times.

6. The egg will crack, and a larva will hatch. Select 'Food' from the menu and feed it. The number indicates the larva's hunger level.

7. The larva will eventually become a pupa. Keep it warm and care for it until it becomes an adult. After some time, it will emerge and become an adult.

8. Let's name your beetle. Names can be up to 5 characters long in Hiragana or Katakana. When selecting one character, available options will be displayed. Use the Scissors and Paper buttons to choose a character and the Rock button to confirm.

Here are some of the beetles you can encounter.

- **ノコギリクワガタ** Sawtooth Stag Beetle
- **ギラファノコギリクワガタ** Giraffe Stag Beetle
- **カブトムシ** Rhinoceros Beetle
- **コクワガタ** Small Stag Beetle
- **アクティオンゾウカブト** Actaeon Elephant Beetle
- **ヘルクレスオオカブト** Hercules Beetle

How to Raise Your Beetle

Understanding the Basic Screen

- **ムシ** Beetle
- **ボタン表示** Button Display
- **おなか** Hunger
- **たい力** Energy

This main screen acts as your beetle's habitat. You can observe your fully grown beetle and check its condition. Your beetle will call out when it's hungry or if an accident occurs (see page 16). When that happens, press any of the Rock, Scissors, or Paper buttons to display the menu.

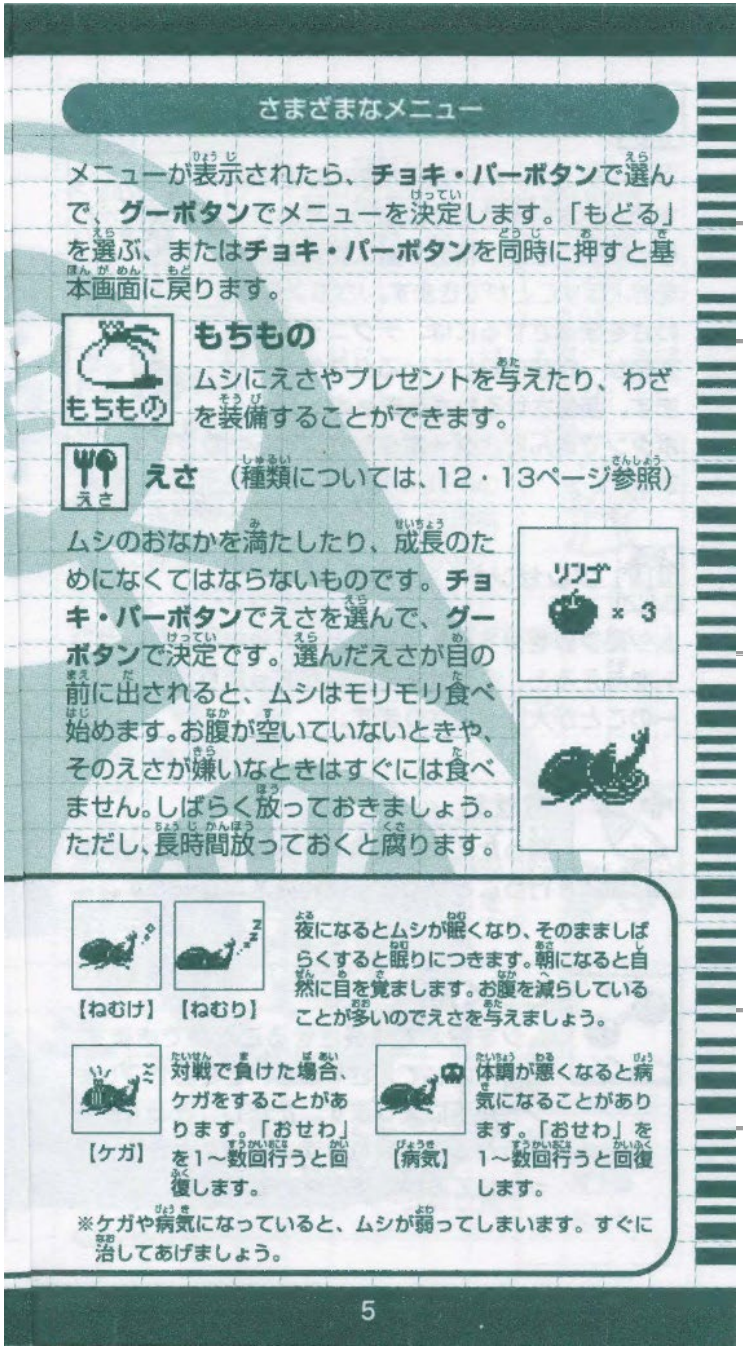
Always Check Your Beetle's Condition!

Conditions and their Meanings:

1. **[おつかれ] Tired**

If you conduct 'Training' or 'Communication,' your beetle will get tired. Its energy will recover over time. (Fatigue) is a more severe condition than (Tired), where further 'Training' or 'Communication' cannot be performed.

2. **[過労] Fatigue** *Indicated as more serious than Tired*
3. **[はらへり] Hungry** If you neglect it or conduct too many activities, your beetle will become hungry. Feed it to recover. (Starving) is a more severe state than (Hungry) and prevents further 'Training.'
4. **[飢え] Starving** *Indicated as more serious than Hungry*



Various Menus

- When the menu is displayed, use the Scissors and Paper buttons to select an option, then press the Rock button to confirm.
- To go back, either select 'Return' or press the Scissors and Paper buttons simultaneously to return to the main screen.

もちもの Items

- You can give food or gifts to your beetle or equip skills.

えさ Food

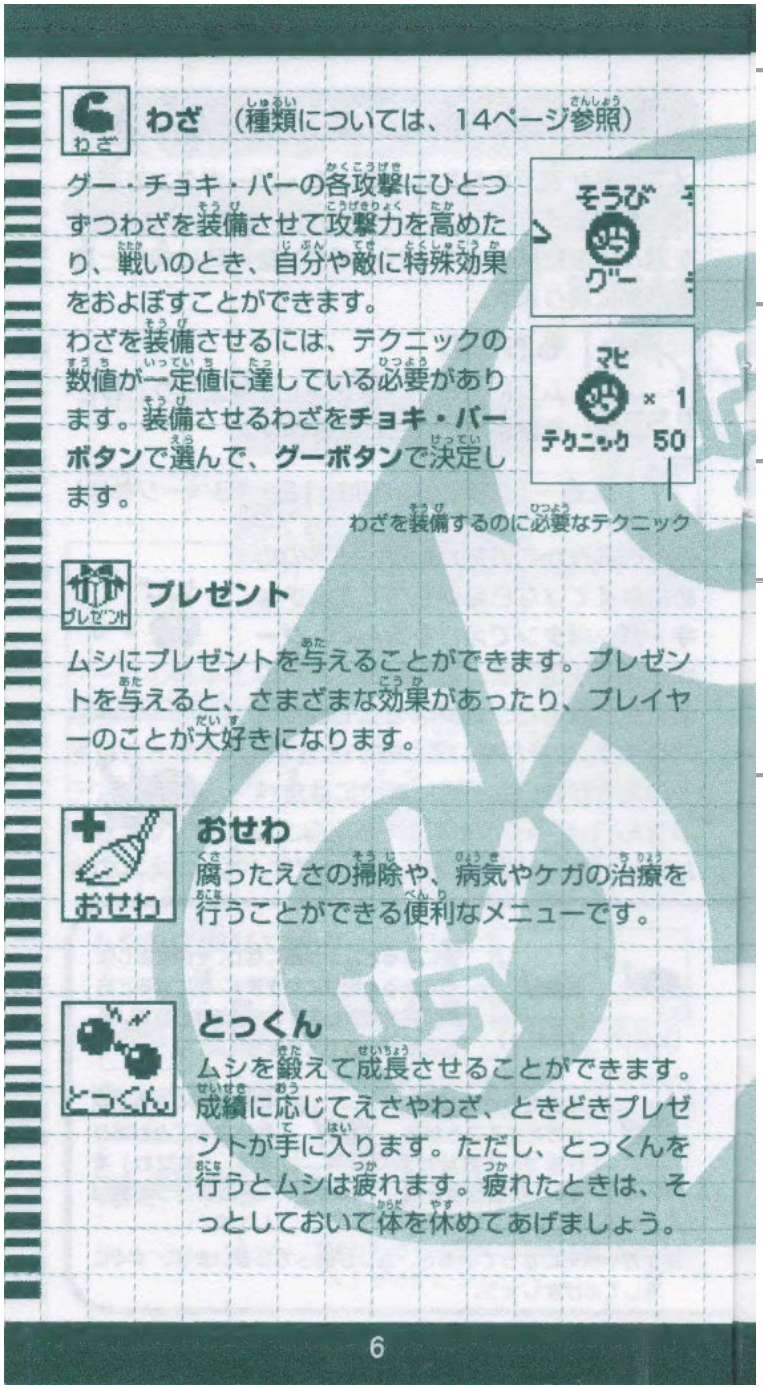
- (Refer to pages 12–13 for types of food.)
- Food is essential for satisfying the beetle's hunger and for its growth.
- Use the Scissors and Paper buttons to select food, and press the Rock button to confirm.
- When the selected food is presented, the beetle will start eating enthusiastically.
- If the beetle isn't hungry or dislikes the food, it won't eat right away.
- However, leaving the food out for a long time will cause it to spoil.

Status Icons

1. **ねむけ Drowsy** When night comes, your beetle may feel sleepy. Let it rest for a while, and it will eventually fall asleep naturally. When it wakes up, it will likely be hungry, so make sure to feed it.
2. **ケガ Injury** If the beetle loses a battle, it might get injured. Use 'Care' once or multiple times to heal it.
3. **病気 Illness** The beetle may also become ill if its condition worsens. Use 'Care' once or multiple times to recover.
4. **ねむり (Asleep)** When the beetle falls asleep, it cannot perform any actions until it wakes up.

Important Note:

- ※If the beetle is injured or sick, it will weaken. Make sure to treat it immediately.



わざ Skills (For skill types, refer to page 14.)

You can equip one skill to each of the Rock, Scissors, and Paper attacks to increase their power or apply special effects to yourself or your opponent during battles. To equip a skill, your beetle's Technique level must reach a certain value. Use the Scissors and Paper buttons to select a skill, and press the Rock button to confirm.

プレゼント Gifts

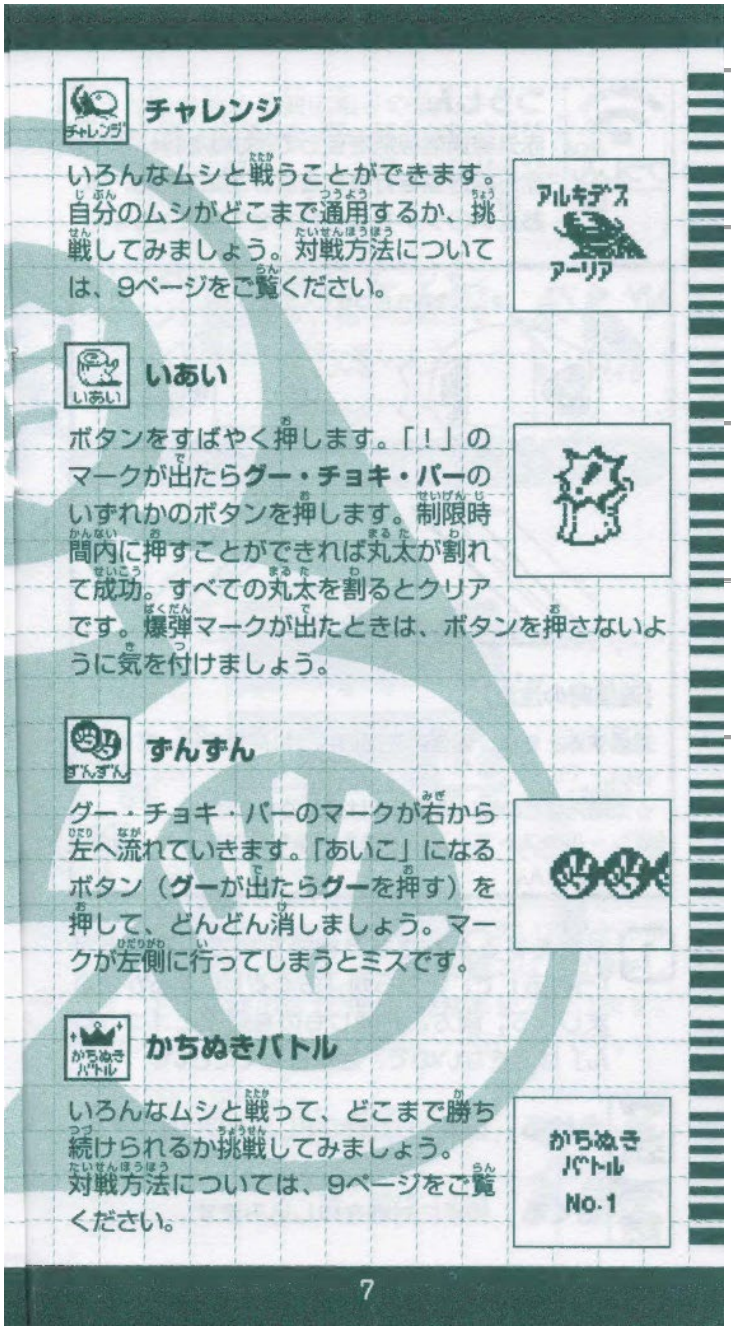
You can give gifts to your beetle. Doing so may have various effects and will make the beetle like the player more.

おせわ Care

This is a convenient menu that allows you to clean up spoiled food and treat illnesses or injuries.

とっくん Training

You can train your beetle to help it grow. Depending on its performance, you may receive food, skills, or occasionally gifts. However, training will tire your beetle. If it becomes tired, let it rest to recover its strength.



チャレンジ Challenge

You can battle various beetles. Test how far your beetle can go by challenging others. Refer to page 9 for battle instructions.

いあい Quick Draw

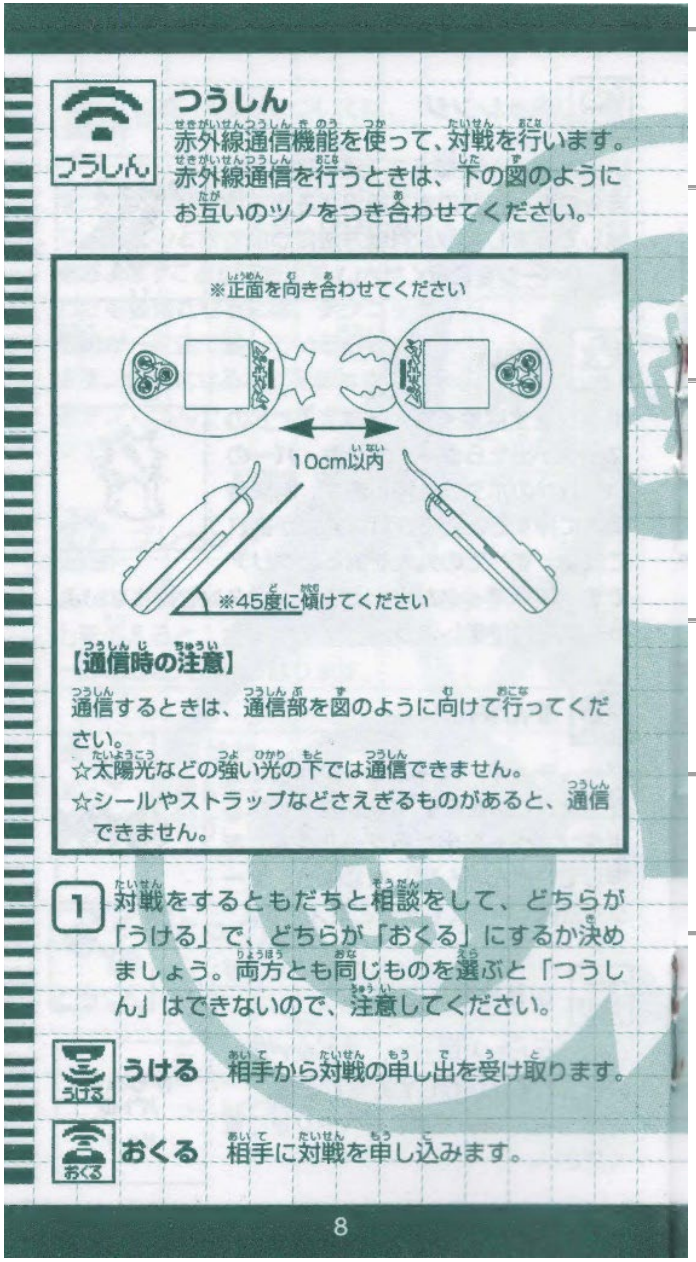
Quickly press a button. When the '!' mark appears, press the Rock, Scissors, or Paper button. If you press it within the time limit, the log will split, and you succeed. Split all the logs to clear the stage. When a warning mark appears, be careful not to press any button."

ずんずん Progressing

Rock, Scissors, and Paper marks will flow from right to left. Press the matching button (e.g., if Rock appears, press Rock) to clear them. If a mark reaches the left side, it's a miss.

かちぬきバトル Survival Battle

Battle various beetles and see how far you can keep winning. Refer to page 9 for battle instructions.



つうしん Communication

Use the infrared communication feature to conduct battles. When performing infrared communication, align the antennas (horns) of the devices as shown in the diagram.

Diagram Instructions:

1. Align the front sides of the devices.
2. Keep within 10 cm distance.
3. Tilt at a 45-degree angle.

Communication Precautions:

- When communicating, align the communication parts as shown in the diagram.
- ☆ Communication is not possible in strong sunlight or bright light.
- ☆ Communication cannot occur if stickers, straps, or obstructions cover the communication area.

1. When conducting a battle with a friend:

- Discuss with your friend who will 'Receive' and who will 'Send.'
- Be careful, as communication will fail if both parties select the same 'Item.'

Menu Options:

- **うける Receive:** Accept a battle request from your opponent.
- **おくる Send:** Send a battle request to your opponent.

2. Before the battle starts, the opponent's abilities and equipped skills will be displayed. Make sure to review them carefully.

3. The battle begins! Fight using rock-paper-scissors. Predict your opponent's moves and aim for victory.

How to Read the Battle Screen

- **プレイヤーのムシ** Player's Beetle
- **プレイヤーのわざアイコン / 体力** Player's Skill Icon / Health
- **対戦相手のムシ** Opponent's Beetle
- **対戦相手のわざアイコン / 体力** Opponent's Skill Icon / Health

※Skills with a border around their icons are the beetle's strongest skills.

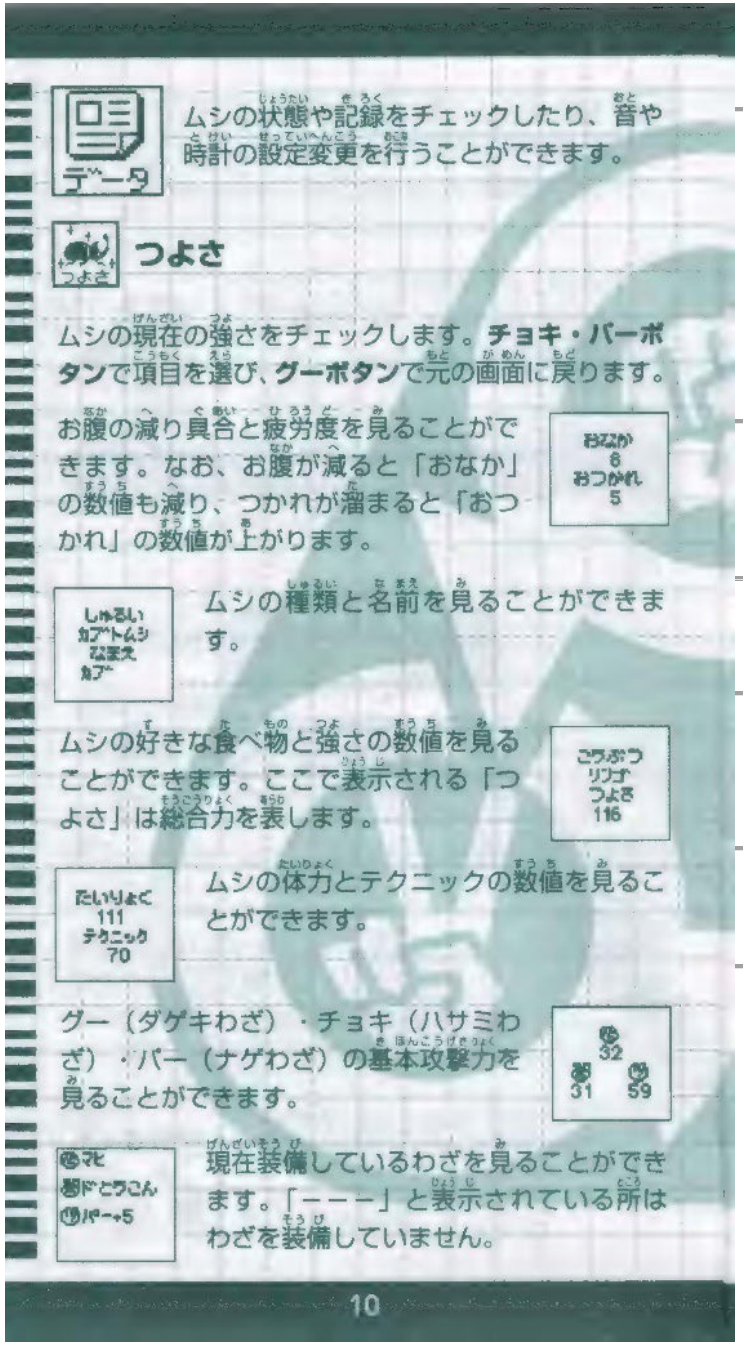
Battle Flow:

When the battle starts, press either the Rock, Scissors, or Paper button.

- If you win rock-paper-scissors, you attack.
- Continue until one side's health drops to zero.
- If both sides' health reaches zero simultaneously, it’s a draw.

---

4. When the battle ends, the player will receive a reward.



データ Data

You can check the beetle's status and records, as well as change sound and clock settings.

つよさ Strength

Check the current strength of your beetle.

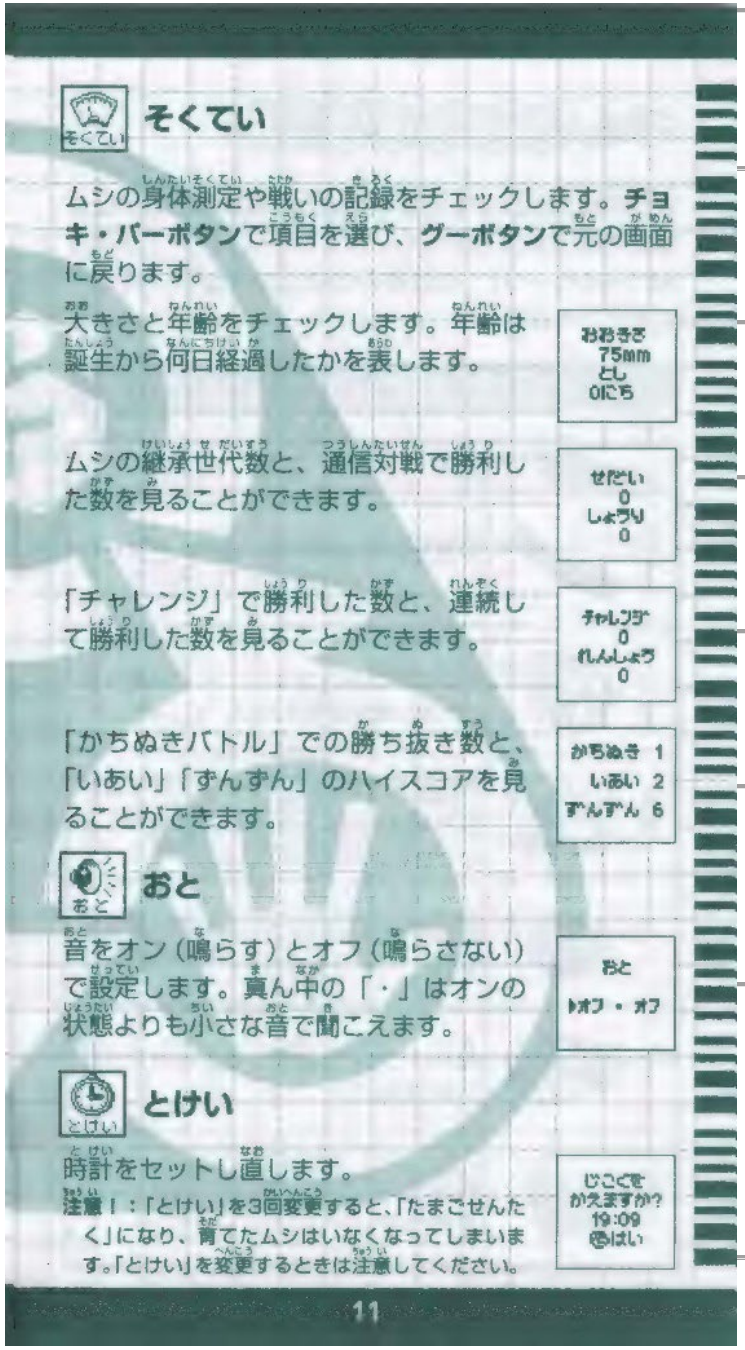
- Use the Scissors and Paper buttons to select an item and press the Rock button to return to the previous screen.
- You can check hunger levels and fatigue.
- When hunger increases, the 'Hunger' value decreases, and when fatigue builds up, the 'Fatigue' value increases.

You can view the beetle's species and name. You can view the beetle's favorite food and its strength values. The displayed 'Strength' reflects its overall power.
(Example stats: "Favorite Food = リンゴ(Apple), Strength = 116.")

You can check the beetle's health and technique values.
(Example stats: "Health = 111, Technique = 70.")

You can view the basic attack power for Rock (Strike Skills), Scissors (Claw Skills), and Paper (Throw Skills).
(Example stats: Rock = 32, Scissors = 31, Paper = 59)

You can view the currently equipped skills. A '---' indicates that no skill is equipped in that slot.
(Example: Equipped Skills: 'マヒ (Paralyze)' with Power = 5)



そくてい Measurement

Check the beetle's physical measurements and battle records. Use the Scissors and Paper buttons to select an item, and press the Rock button to return to the previous screen.

Size and Age:

Check the beetle's size and age. Age reflects the number of days since its birth.

(Example: Size = 75 mm, Age = 15 days)

Generational Data and Wins:

View the beetle's generation count and the number of victories in communication battles.

(Example: Generation = 0, Wins = 0)

Challenge Victories:

Check the total number of victories in 'Challenges' and consecutive wins.

(Example: Total Wins = 0, Consecutive Wins = 0)

Survival Battle Records and High Scores:

View the total wins in 'Survival Battles' and the high scores for 'Quick Draw' and 'Progressing' games.

(Example: Survival Wins = 1, Quick Draw High Score = 2, Progressing High Score = 6)

おと Sound

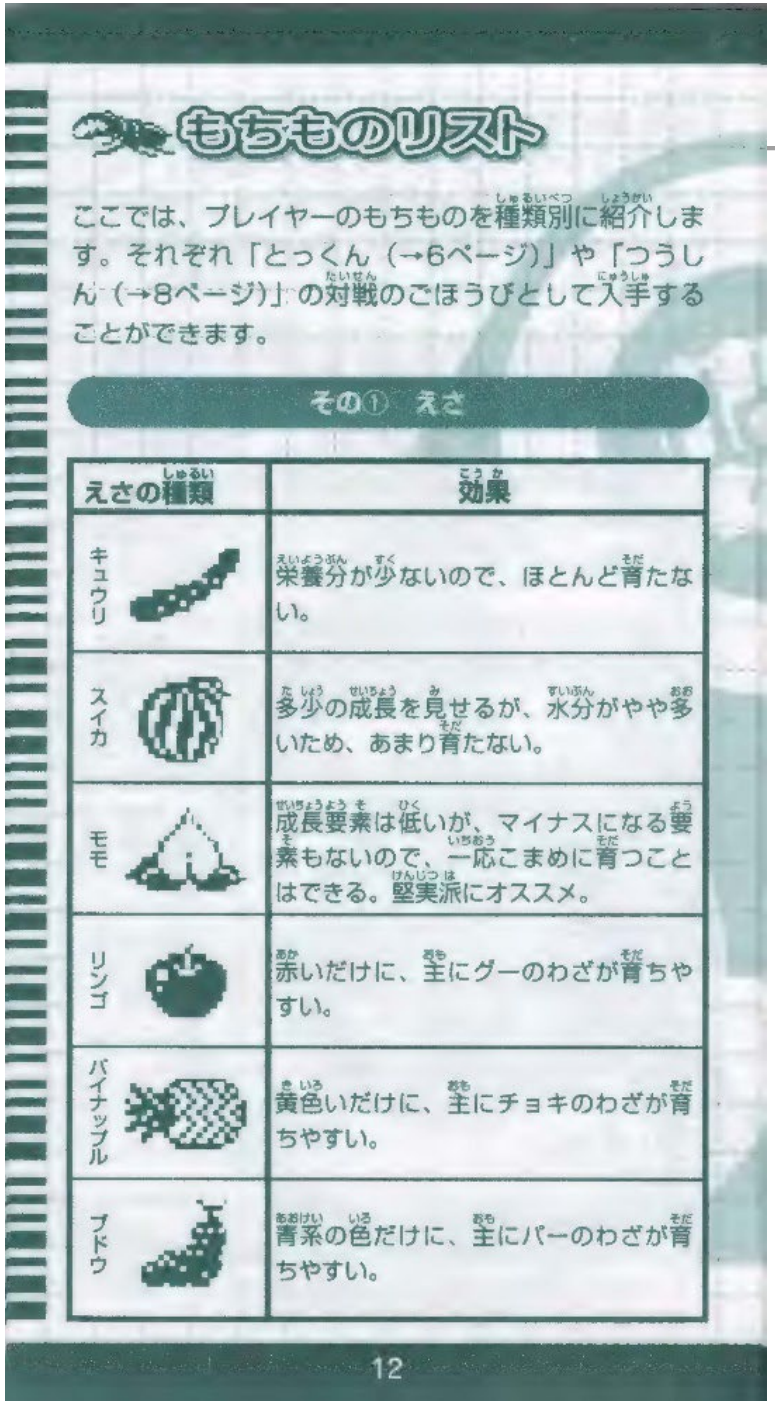
Set the sound to On (with sound) or Off (without sound). The middle option '・' lowers the volume compared to the 'On' setting."

(Example: Sound setting options = On/Off)

とけい Clock

- Reset the clock.
- Warning! Changing the clock three times will reset the game to 'Egg Selection,' and your raised beetle will be lost.
- Be cautious when changing the clock.

(Example: Time adjustment = 19:09, 'Are you sure? Yes/No.')



もちものリスト

ここでは、プレイヤーのもちものを種類別に紹介します。それぞれ「とっくん（→6ページ）」や「つうしん（→8ページ）」の対戦のごほうびとして入手することができます。

その① えさ

えさの種類	効果
キュウリ	栄養分が少ないので、ほとんど育たない。
スイカ	多少の成長を見せるが、水分がやや多いため、あまり育たない。
モモ	成長要素は低いが、マイナスになる要素もないので、一応こまめに育つことはできる。堅実派にオススメ。
リンゴ	赤いだけに、主にグーのわざが育ちやすい。
パイナップル	黄色いだけに、主にチョキのわざが育ちやすい。
ブドウ	青系の色だけに、主にパーのわざが育ちやすい。

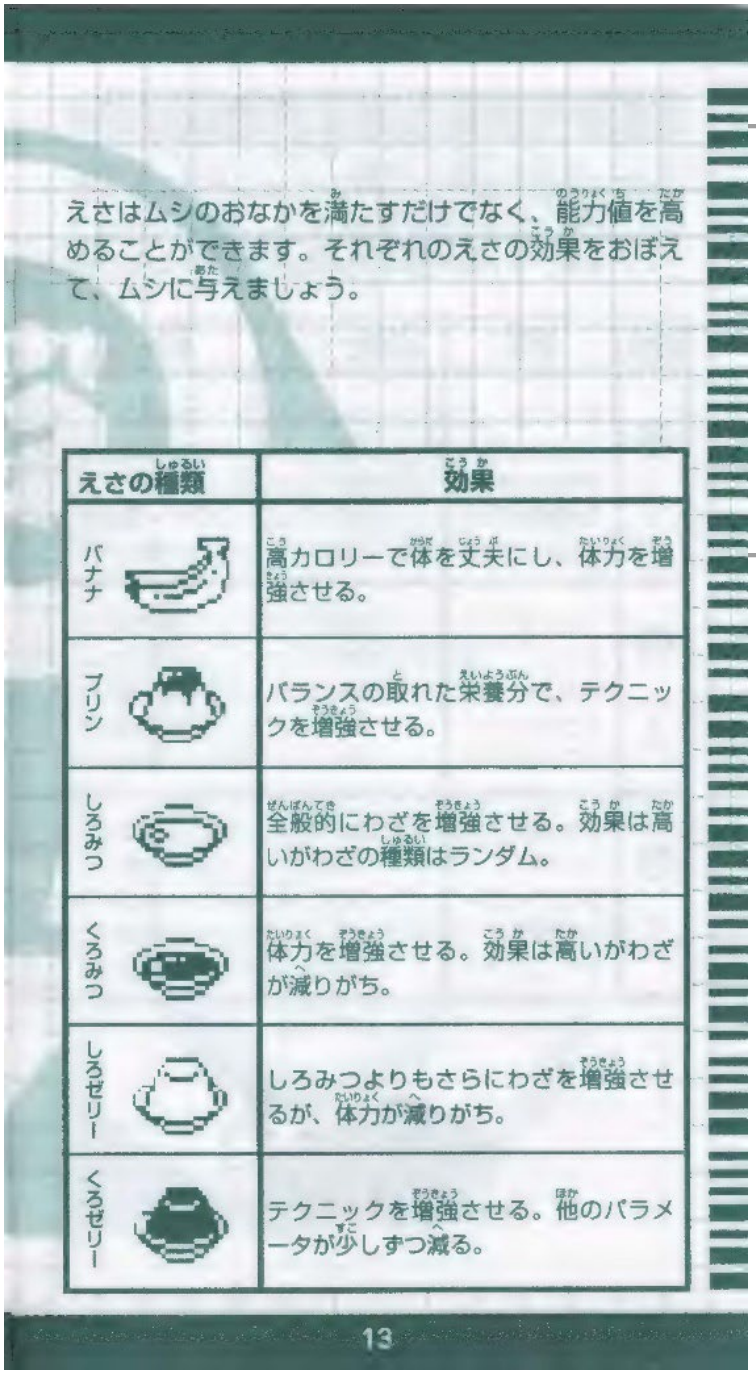
12

Item List

This section introduces the player's items, categorized by type. You can obtain these items as rewards for 'Training' (→Page 6) or 'Communication' battles (→Page 8).

その① えさ (Food)

Type of Food	Effect
Cucumber	Low in nutrients, so it barely contributes to growth.
Watermelon	Promotes slight growth, but the high water content hinders further development.
Peach	Growth factors are low, but it has no negative effects. Suitable for steady growth. Recommended for cautious players.
Apple	Its red color primarily helps boost Rock (グー) skills.
Pineapple	Its yellow color primarily helps boost Scissors (チョキ) skills.
Grapes	Its bluish-purple color primarily helps boost Paper (パー) skills.

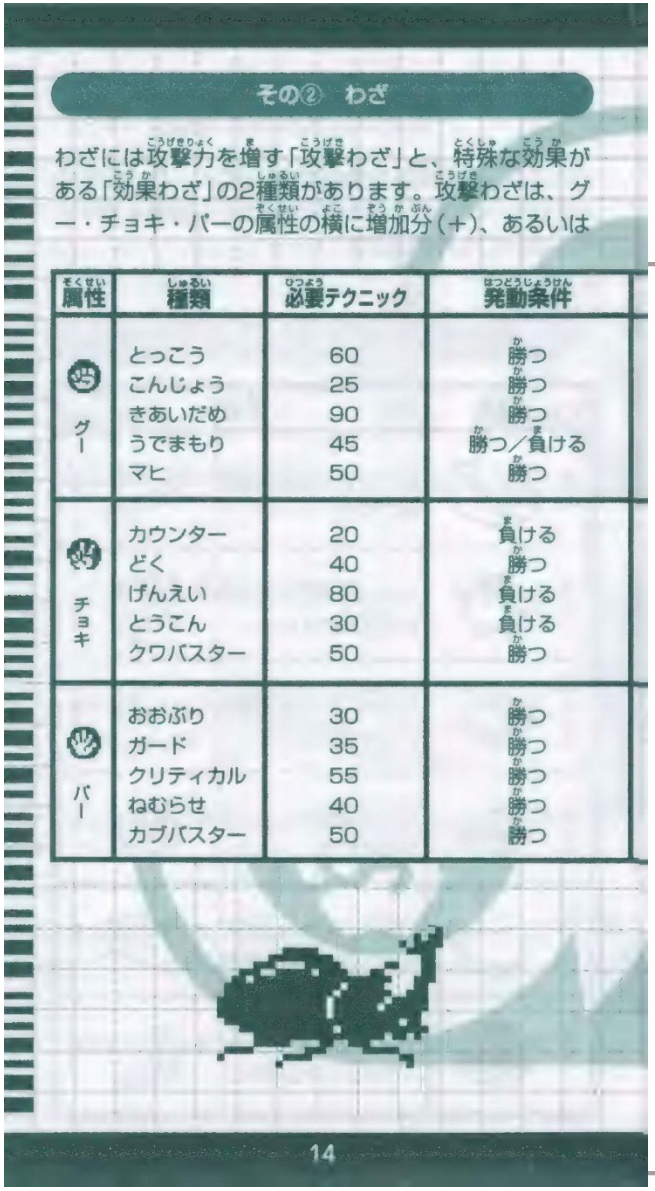


Page 13: Food Effects

Introduction: Food not only satisfies a beetle's hunger but also improves its stats. Remember the effects of each type of food and give them to your beetle.

Food Effects Table:

Food Type	Effect
Banana	High-calorie food that strengthens the body and increases health.
Pudding	Balanced nutrients that improve Technique.
White Honey	Boosts skills in general. Highly effective, but skill improvement is random.
Black Honey	Improves health. Effective, but skills tend to decrease.
White Jelly	Boosts skills more than White Honey but reduces health.
Black Jelly	Boosts Technique but slightly decreases other parameters.



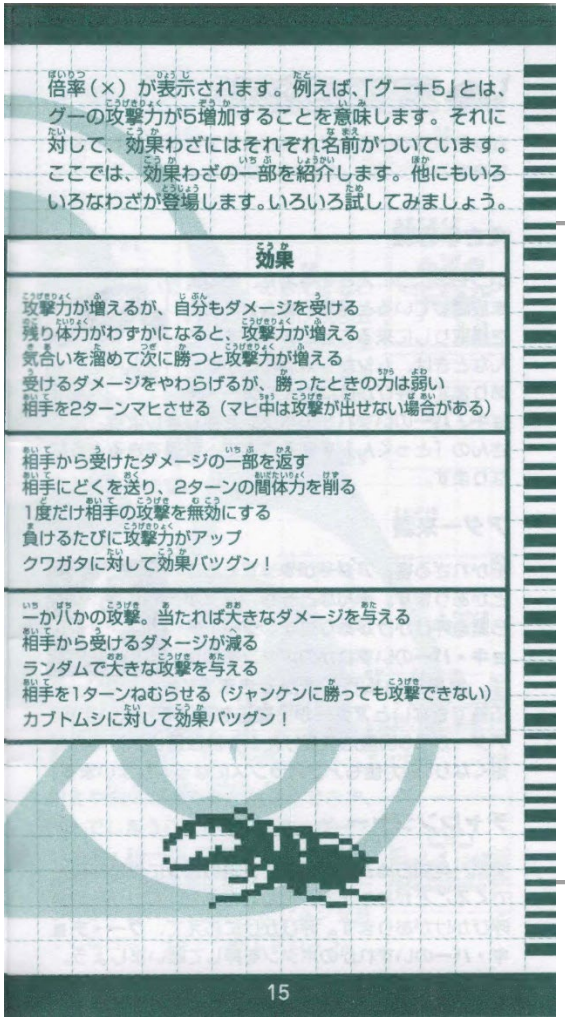
その② わざ Skills

Introduction:

There are two types of skills: 'Attack Skills,' which increase attack power, and 'Effect Skills,' which provide special effects. Attack Skills show the added effect (+) or the conditions next to the Rock, Scissors, or Paper symbol.

Skill Table:

Type	Skill Name	Required Technique	Activation Condition)
グー Rock	とっこう Charge	60	勝つ Win
	こんじょう Willpower	25	勝つ Win
	きあいだめ Focus	90	勝つ Win
	うでまもり Arm Guard	45	勝つ Win/負ける Lose
	マヒ Paralyze	50	勝つ Win
チョキ (Scissors)	カウンター Counter	20	負ける Lose
	どく Poison	40	勝つ Win
	げんえい Phantom	80	負ける Lose
	とうこん Fighting Spirit	30	負ける Lose
	クワバスター Stag Buster	50	勝つ Win
パー (Paper)	おおぶり Heavy Swing	30	勝つ Win
	ガード Guard	35	勝つ Win
	クリティカル Critical	55	勝つ Win
	ねむらせ Sleep	40	勝つ Win
	カブバスター Beetle Buster	50	勝つ Win


倍率（×）が表示されます。例えば、「グー+5」とは、グーの攻撃力が5増加することを意味します。それに対して、効果わざにはそれぞれ名前がついています。ここでは、効果わざの一部を紹介します。他にもいろいろなわざが登場します。いろいろ試してみましょう。

効果

攻撃力が増えるが、自分もダメージを受ける
残り体力がわずかになると、攻撃力が増える
気合いを溜めて次に勝つと攻撃力が増える
受けるダメージをやわらげるが、勝ったときの力は弱い
相手を2ターンマヒさせる（マヒ中は攻撃が出せない場合がある）

相手から受けたダメージの一部を返す
相手にどくを送り、2ターンの間体力を削る
1度だけ相手の攻撃を無効にする
負けるたびに攻撃力がアップ
クワガタに対して効果バツグン！

一か八かの攻撃。当たれば大きなダメージを与える
相手から受けるダメージが減る
ランダムで大きな攻撃を与える
相手を1ターンねむらせる（ジャンケンに勝っても攻撃できない）
カブトムシに対して効果バツグン！

15

Multiplier

The multiplier (×) is displayed. For example, 'Rock +5' means that the attack power for Rock increases by 5. Each Effect Skill has a specific name. This section introduces some of the Effect Skills. Many other skills appear, so feel free to experiment!

効果 Effect Examples

Increases attack power, but you also take damage.
Attack power increases as remaining health decreases.
Focus your energy, and if you win the next round, attack power increases.
Reduces incoming damage but weakens the power of a win.
Paralyzes the opponent for 2 turns (may prevent attacks during paralysis).
Returns part of the damage received to the opponent.
Poisons the opponent, reducing their health over 2 turns.
Nullifies the opponent's attack once.
Attack power increases each time you lose.
Highly effective against stag beetles!
A strong attack that deals massive damage if it lands.
Reduces the damage received from the opponent.
Delivers a random, powerful attack.
Puts the opponent to sleep for 1 turn (they cannot attack even if they win rock-paper-scissors).
Highly effective against rhinoceros beetles!

アクシデント

ムシを育てていると、さまざまなアクシデントに遭遇します。

えさ争奪戦

いつものようにえさを与えて、そのまま放置していると見知らぬムシがえさを横取りしに来ることがあります。そんなときは、ムシから緊急呼びかけがあります。呼びかけに応えて**グー・チョキ・パー**のいずれかのボタンを押しましょう。たくさんの「とっくん」をすることで、撃退できるようになります。

アダー来襲

招かれざる客、アダーがやってくることがあります。そんなときも、ムシから緊急呼びかけがあります。**グー・チョキ・パー**のいずれかのボタンを押せば、無事追い払うことができます。応答できないとアダーから魔法を受けてしまいます。アダーから3回魔法を受けたムシは改造されて寿命が短くなり、能力値もアンバランスになってしまいます。

チャレンジャー

突然、見知らぬムシが現れて、君のムシに戦いを挑んでくることがあります。そんなときも、ムシから緊急呼びかけがあります。呼びかけに応えて、**グー・チョキ・パー**のいずれかのボタンを押して戦いましょう。

アクシデント Accidents

When raising your beetle, you may encounter various accidents.

えさ争奪戦 Food Dispute

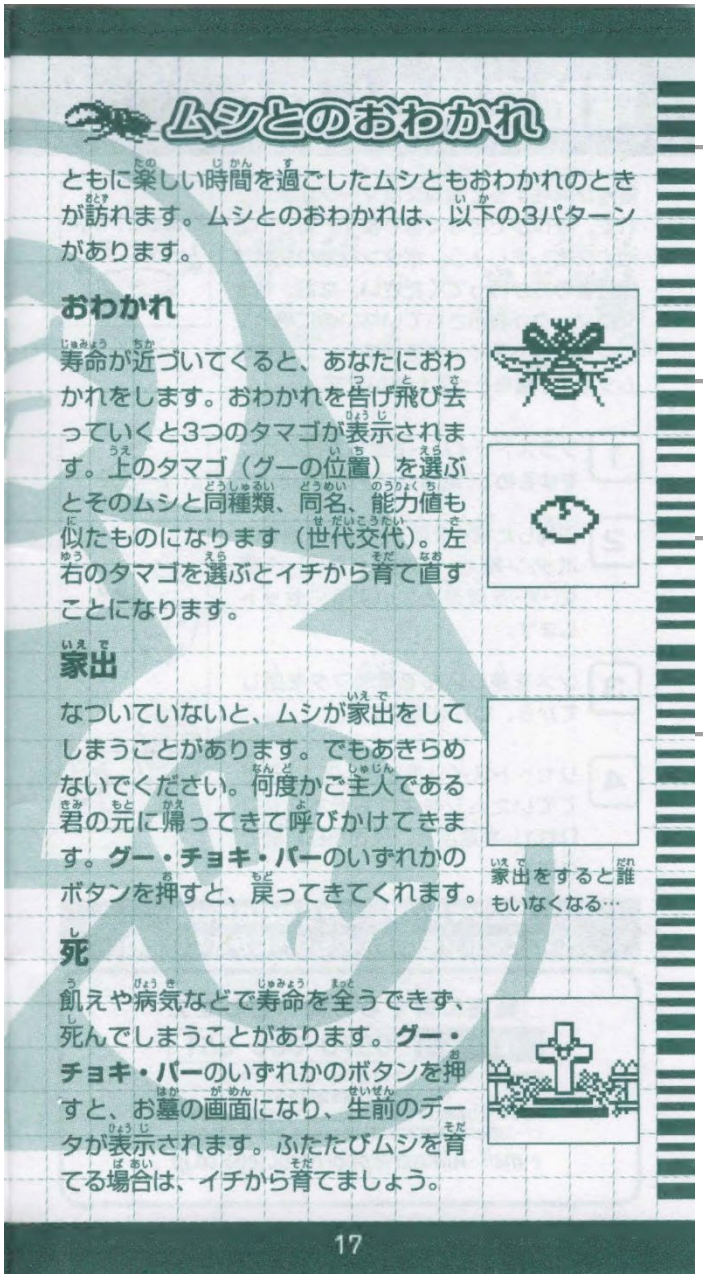
If you leave food out as usual, an unfamiliar beetle may come to steal it. When this happens, your beetle will issue an emergency alert. Respond by pressing the Rock, Scissors, or Paper button. Training often will increase your chances of repelling them.

アダー来襲 Adder Attack

Unwelcome guests, known as Adders, may appear. Your beetle will issue an emergency alert in these cases as well. Press the Rock, Scissors, or Paper button to successfully drive them away. If you fail to respond, your beetle may fall under the Adder's curse. If a beetle is cursed three times by an Adder, its lifespan will shorten, and its stats will become unbalanced.

チャレンジャー Challenger

Suddenly, an unfamiliar beetle may appear and challenge your beetle to a battle. Your beetle will issue an emergency alert in these cases too. Respond to the alert and press the Rock, Scissors, or Paper button to engage in the battle.



ムシとのおわかれ Parting Ways with Your Beetle

Even after spending joyful times with your beetle, the time will come to part ways. There are three ways this may happen.

1. おわかれ Goodbye

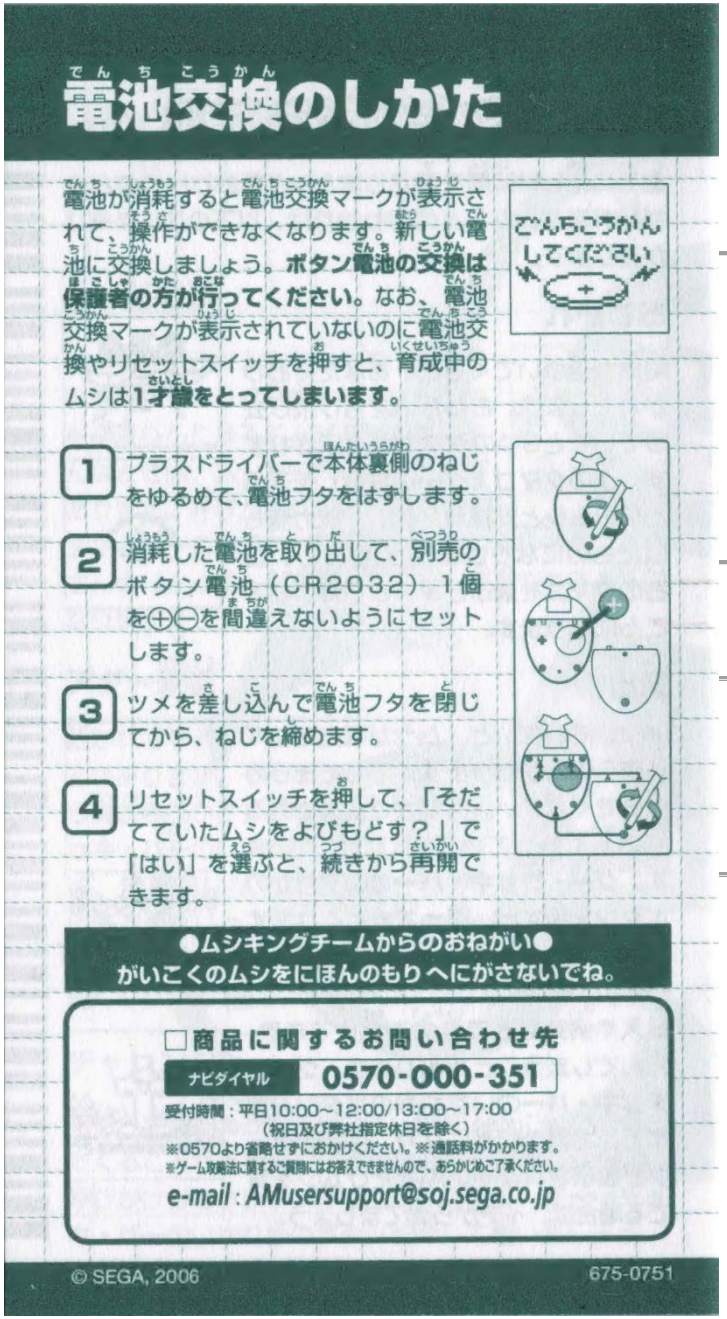
When its lifespan comes to an end, the beetle will say goodbye to you. Once it leaves, three eggs will appear. If you select the top egg (Rock's position), the next beetle will be of the same species, name, and similar stats (generational inheritance). If you select the left egg, you will raise a completely new beetle from scratch.

2. 家出 Runaway

If your beetle isn't bonded with you, it may run away. But don't give up. It may return to you a few times, calling for you. Press the Rock, Scissors, or Paper button to bring it back.

3. 死 (Death)

Your beetle may die from hunger, illness, or an unfulfilled lifespan. Press the Rock, Scissors, or Paper button to display a grave screen and the beetle's stats from its life. If you wish to raise a new beetle, start over from the beginning.



電池交換のしかた How to Replace the Battery

When the battery runs out, a battery replacement icon will appear, and the device will stop functioning. Replace it with a new battery. Battery replacement should be performed by a guardian.

Note: If you replace the battery or press the reset switch without seeing the battery replacement icon, your beetle will age by one year.

Steps to Replace the Battery:

1. Use a Phillips screwdriver to loosen the screw on the back of the device and remove the battery cover. Remove the old battery and insert one new button battery (CR2032), ensuring the '+' and '-' sides are correctly oriented."
2. Insert the tabs to close the battery cover, then tighten the screw.
3. Press the reset switch and select 'Yes' when asked, 'Do you want to restore your beetle?' to resume from where you left off.

Additional Notes:

- A request from the Mushiking Team: Please do not release foreign beetles into natural forests.

Product Support Information:

0570-000-351

Support Hours: 平日10:00–12:00 / 13:00–17:00 (Excludes holidays and company-designated days off)

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